

# DUNGEONS & DRAGONS<sup>®</sup>

Official Game Accessory

## The Western Countries











































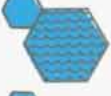
















# TRAIL MAP

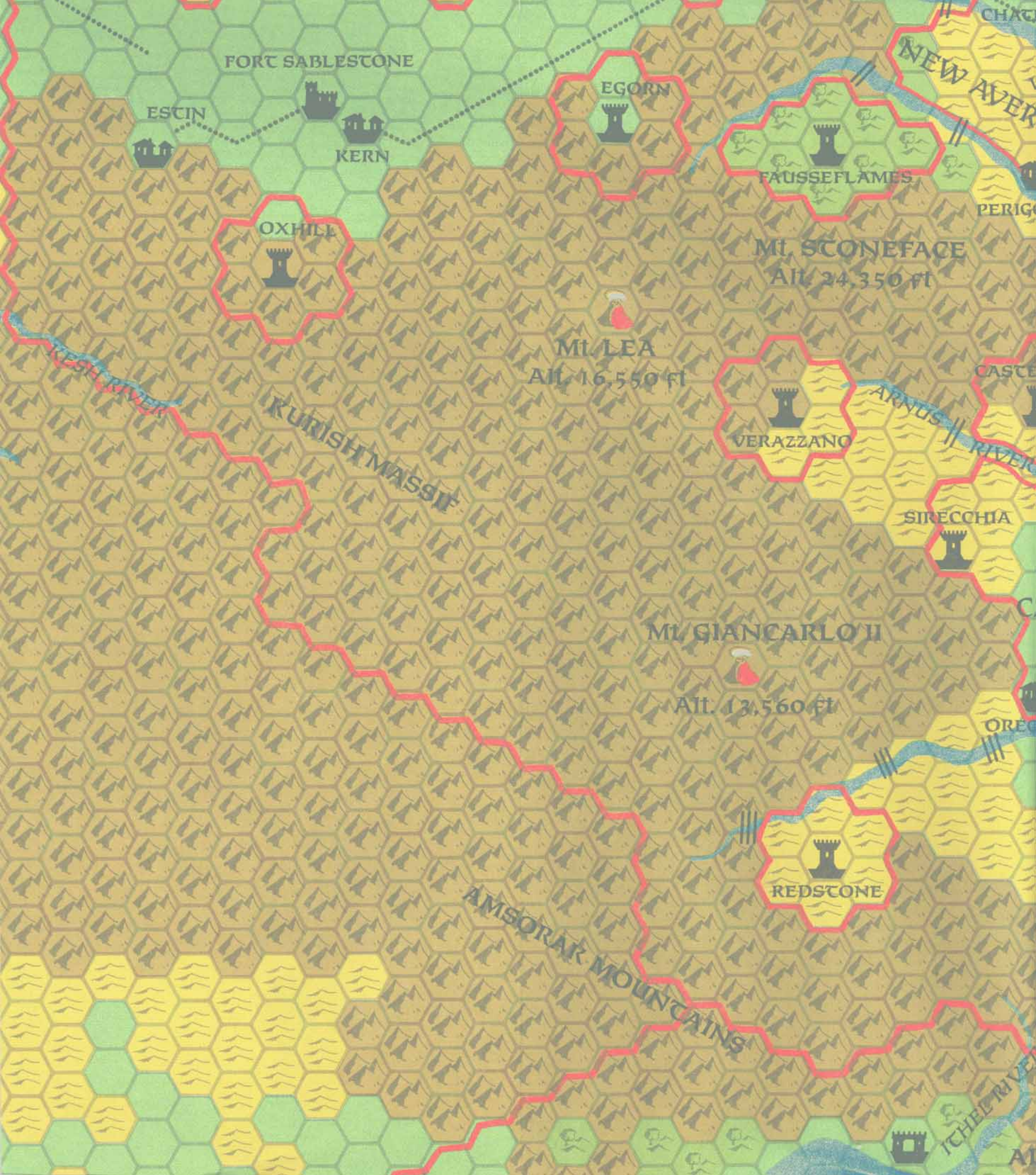


# THE WESTERN COUNTRIES

Scale: one hex equals 8 miles

	PALACE		LIGHT HOUSE		HILLS WITH FOREST		REEF		TRAIL SHIPPING LANES
	CASTLE		VOLCANO		GRASSLAND OR STEPPE SAVANNA VELDTC		COAST LINE		BRIDGE
	FORT		MOUNTAINS		SWAMP OR MARSH		RIVER		FORD
	TOWER OR KEEP		CLEAR PASTURELAND FARMLAND		MOOR OR BOG		STREAM		MOUNTAIN PASS
	RUINS		HILLS		DESERT OR SEA SAND		WATER FALL		EXT. BORDER (KINGDOM, NATIONAL, COUNTRY)
	CAPITAL		BARREN OR BROKEN LAND		ROCKY DESERT		GREATER CATARACT (RAPIDS)		INT. BORDER (FIEF, DISTRICT, DOMINION)
	CITY		PLATEAU OR CLIFF		OASIS		MEDIUM CATARACT (RAPIDS)		SNOW FIELDS
	TOWN		LIGHT FOREST		BADLANDS		LESSER CATARACT (RAPIDS)		GLACIERS
	VILLAGE		HEAVY FOREST		WATER		CANAL		ICE FLOE
	CAMP		JUNGLE		SEA FLOOR OR LAKE CONTOURS		ROAD		BATTLE FIELD
	GIANT HOME TREES		GOOD MAGIC POINTS		BAD MAGIC POINTS		POST HOUSE		HORSE FAIR SITES
	POOR GRAZING LANDS		CHOICE GRAZING LANDS						

FORTERESSE D'YLOURGNE



FORT SABLESTONE

ESTIN

KERN

EGORN

NEW AVER

FAUSSEFLAMES

PERIG

OXHILL

MT. STONEFACE

Alt. 24,350 ft

MT. LEA

Alt. 16,550 ft

CASCE

KESH RIVER

KURISH MASSIF

VERAZZANO

ARVUS RIVER

SIRECCHIA

MT. GIANCARLO II

Alt. 13,560 ft

OREG

REDSTONE

AMSORAK MOUNTAINS

TCHEE RIVER

AT



WENDARIAN RANGES

MT. AMADOR  
ALT. 14,550 FT.

UIGMUIR

ADLERTURM

ALBAN RIVER

BERGEN

CIL RIVER

SCOTCH-BREACH

MORLAY

GRAEZ

AALBAN

RICHTERBURG

ALCENDORF

BERGDHOVEN

OSTBRUCK

LINDEN

GLENMOORLOCH

CROWNGUARD

KLANTYRE

KOPSTAR

TAVISH

MALINBOIS

COLLOSSUS





LAWENSA DEPRESSION

THREE FIRES VOLCANO

WENDARIAN RANGES

OVA

KUCHEVSKI

MARISEN

LDAVIA

VLADIMIROV

OV

RYMSKIGRAD

PALACINSK

CZAIKOW'S HILLS

DOLANUR RIVER

FORT CHERNOVODSK

LAND OF PURPLE GRASS

KAERUTS

MOUNES

ESTONIARSK

YUGATAIS

GOSTAI GOBLINS

SEA



ETHENGAR KI

BLOEFELD

KULLHORN  
18,530 ft

CAMP BRAMYRA

BRAMYRA

DOLANUR RIVER

TAIJITS

KULLHORN  
PASS

GLENARGYLL

STREEEL RIVER

HIGH GOBLINY

THE MUCKS

TAIJITIDA — AC 996

AKKILA'S  
THRONE  
Alt. 650 ft

OF ZYRD  
3,000 ft

SOUTH  
GNOLLISTAN

YELLOW ORKIA

SUN'S ANVIL  
Alt. 800 ft

GRUKK

ORCLAND  
NATOKA'S  
GRAVE  
Alt. 2,500 ft

BLACK HILLS  
Alt. 450 ft

DWARFGATE

CRAG

VERN

BLACKWAC

ERS

# GLANTRIAN HOROSCOPE

Star Sign	Time of Birth	Ascendancy
.....Manticore	Week #1 of month	.....Sun
.....Hydra	Week #2 of month	.....Land
.....Centaur	Week #3 of month	.....Sea
.....Basilisk	Week #4 of month	.....Sky
.....Chimera		
.....Gorgon	<b>Planets</b>	<b>Influences</b>
.....Griffon	Sun is up	.....Winds of Law
.....Dragon	Moon is up	.....Winds of Chaos
.....Salamander	Both up or down	.....Winds of Wisdom
.....Pegasus	Birth during Twilight is an omen of great luck or hardship for newborns	
.....Warrior		
.....Giant		

# SOLAR TIME

Time	Places
10:00 AM	Sind Desert, central point
11:00 AM	Port Tenobar, Known World
11:30 AM	Specularum, Known World
Noon —	Thyatis, Known World
12:30 PM	Oceansend, Norwold
01:00 PM	Dunadale, Isle of Dawn
02:00 PM	Sundsvall, Central Alphatia

**Thyatian Year:** 12 months of 28 days, or 48 weeks of 7 days, or 336 days. Each month equals one full moon cycle.

born in Thyatis at 4:50pm on the 4th Lunadain of old live under the sign of the Sky Warrior. Winds of Law govern his fate, with an omen of great luck or hardship for his life. Only Immortals would know more than this.









### MAIN WEATHER CHART

Cities	Altitude	Winter		Spring		Summer		Fall	
Aasla	300ft	45	35	55	45	70	60	60	50
Aegopoli	0-100ft	70	60	75	65	85	70	80	70
Alfheim*	250ft	45	35	55	35	75	60	60	40
Alpha**	0-250ft	35	20	40	30	55	45	45	35
Atruaghin	2,700ft	55	30	65	50	85	70	70	55
Corunglain	1,800ft	35	15	45	30	65	50	45	35
Darokin	1,200ft	40	25	55	35	75	60	55	40
Dengar/Evenur	4,500ft	25	15	45	30	65	50	45	35
***		P15/D15		P20/D25		P25/D30		P20/D25	

Dengai/Evenur	3,500ft	25 15	45 30	65 50	45 35
***		P15/D15	P20/D25	P25/D30	P20/D25
Dunadale	0-250ft	30 25	35 30	50 40	40 35
		P30/N15	P45/N35	P20/D30	P45/D20
Ethengar	1,800ft	25 05	40 25	75 55	45 30
		P10/D10	P15/D15	P20/D15	P15/D15
Farend **	0-150ft	15 0	30 20	45 40	35 25
		P40/N25	P45/N20	P30/N15	P45/N20
Freiburg **	0-200ft	25 10	35 25	60 50	40 30
		P30/N15	P40/N35	P20/D30	P40/D20
Glantri City	4,800ft	25 15	45 30	65 50	50 35
		P15/D15	P20/D25	P25/D30	P20/D25
Helskir **	0-100ft	20 10	35 20	55 45	40 30
		P40/N25	P45/N20	P30/N15	P45/N20
Ierendi **	0-100ft	65 55	70 60	75 65	75 65
		P40/D15	P45/D10	P50/D05	P45/D10
Landfall **	0-150ft	25 15	35 25	55 45	40 30
		P40/N25	P45/N20	P30/N15	P45/N20
Minrothad **	0-100ft	65 55	70 60	75 65	70 60
		P40/D15	P45/D10	P50/D05	P45/D10
Newkirk	0-200ft	40 30	50 40	65 55	55 45
		P30/N15	P40/N35	P20/D30	P40/D20
Norrvik **	0-250ft	30 20	40 30	65 55	45 35
		P30/N15	P40/N35	P20/D30	P40/D20
Oceansend	0-350ft	20 15	35 20	50 40	40 25
		P40/N25	P45/N20	P30/N15	P45/N20
Sayr Ulan	900ft	45 35	70 60	95 80	75 65
		P20/D15	P15/D10	P10/D05	P15/D10
Selenica	1,800ft	40 25	55 35	75 60	40
		P25/D15	P20/D10	P15/D10	P20/D15
Shireton	300ft	45 35	55 45	70 60	60 50
		P20/N15	P35/N20	P20/D15	P30/D20
Soderfjord **	0-100ft	25 20	45 35	65 55	50 40
		P30/N15	P40/N35	P20/D30	P40/D20
Specularum	150ft	45 35	55 45	70 60	60 50
		P35/D15	P40/N35	P30/D30	P40/D20
Sundsvall	700ft	25 20	50 35	75 55	55 40
		P15/D15	P20/D25	P25/D30	P20/D25
Surra-Man-Raa	500ft	75 65	80 70	105 90	85 75
		P05/D05	P10/D10	P01/D01	P10/D05
Tel Akbir	0-100ft	65 55	70 60	85 75	75 65
		P20/D15	P25/D10	P15/D05	P25/D10
Thanegioth	n/a	70 65	75 65	85 70	80 70
		P40/D10	P55/D05	P65/D01	P55/D05
Thyatis	150ft	50 40	55 45	70 60	60 50
		P20/N15	P35/N20	P20/D15	P30/D20
Trollhattan**	0-100ft	25 15	40 30	55 45	45 35
		P40/N25	P45/N20	P30/N15	P45/N20
Wendar	2,500ft	35 20	60 45	75 55	65 50
		P25/D05	P40/D25	P15/D05	P45/D30
Ylaruam	250ft	70 50	75 55	110 80	95 65
		P15/D10	P10/D05	P05/D01	P10/D05
Zeaburg	0-250ft	35 25	50 40	65 55	55 45
** ***		P40/N45	P50/N40	P30/N30	P50/N40

Altitude is already taken into account for temperatures in the listed cities.

\* Only rains during night hours.

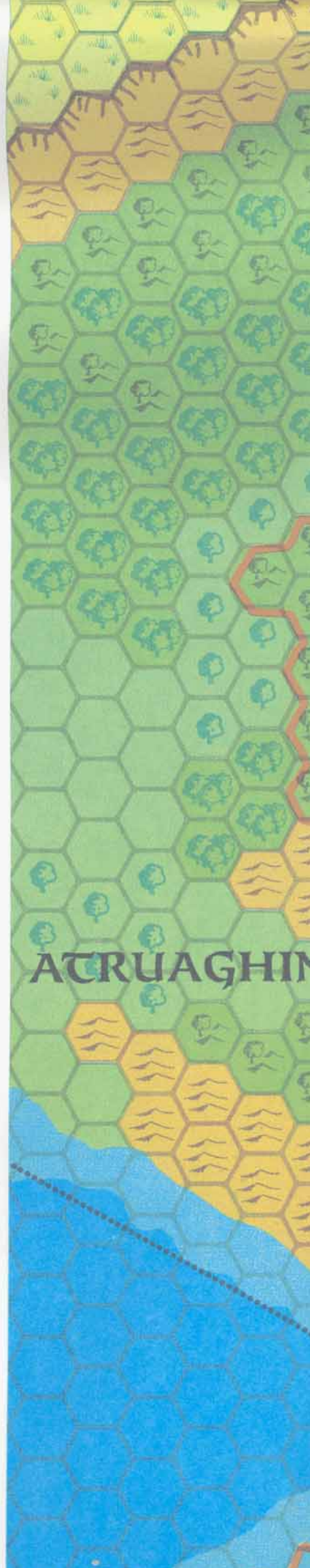
\*\* On overcast days, fog lasts all day.

\*\*\* Add one to die roll on Wind Strength.

## CHECKING THE WEATHER

Roll 1d%, and an extra d10. Then check the following:

**Hi-Lo Temperatures:** Cross reference the season and city entries in the *Main Weather Chart*. The first line in the box indicates High and Low temperatures. High temperature is assumed to be early in the afternoon, Low temperature just before dawn. For more flexibility, add the result on the extra ten-sided die to Summer and Spring temperatures, or subtract from Fall and Winter temperatures. As an option, drop temperature 6 degrees for every 1,000' altitude in nearby mountain areas.





OGREMOOK  
THE YAKS SPUR

FORT FLETCHER

FORT RUNNELS

ESLIBAN RIVER

AMSOZAK RIVER

SILVER SIERRAS

ARDELPHIA

BRONSDALE

RENNYDALE

RAZAK'S ROCK

GREENLEAF ISLAND

REPUBLIC OF DAI

CROWLERD

AKORROS

SCREELE RIVER

ANSIMONT

ELSTRICH RIVER

WRASSELDO

MOND RIVER

DAROKIN

ELSTRICH

HENRY



HENDRY

ARBANDRINE RIVER

MALPHEGGI SWAMP

ACHENOS CANAL

CRUCH MOUNTAIN

MAR

FLUR RIVER

NETHLO

BROOKBANK

SAT

HEARTSHIRE

ACHENOS

PORT TENOBAR

RATTLECAR

FLAGONFORD

CLANS

MALPHEGGI BAY

SOUTHSHIRE

TOOTHMEER

BRAMBLEROSE

RUNDEG

THE SHIRE COAST

FLETCHER REEF

FLETCHER I.



KORSAN



CORUNGLAIN

FORT NELL

BLACK LAKE

MISTHAVEN

CANOLBARCH FOREST

AINSUN

HEW DROP

RIVER OF MONSTERS

THORNBUSH

MEALIDOR

ELLEROMYR

KINGDOM OF ALFHEIM

OKIN

ALFHEIM TOWN

DESNAE

GOBLIN PARK

IRONBARK

FOESCOP RIVER

ALFWINE RIVER

SOUTH FLOOD

DREAM LAND

SHIELDTREE

LITTLE WINE RIVER

CURNCLAW

GLOWER

OWN

DOJOS

DRAGONTREE

FORT CRUCH

CRUCH MOUNTAINS

ADRIAN PEAK

Alt. 5,250 ft

ORCS

MYSKMYR FALLS

BECK RIVER

BLACK



# THE FIVE SHIRES

SAFARI ISLAND

NORTH TOWER

CALATUPOS

MT. BOANGA

HIGHSHIRE

EASTSHIRE

SEASHIRE

BLIGHT SWAMP

BLACK EAGLE BARONY

GULF OF HALAG

LAKE HIADIM

ACHELOS WOODS

RIVERFORK WOODS

OBER'S MIMBUR

RINGRISE

BRIDLE

MALLOWFERN

WARDLYSTONE

WARDLE

LEAFKINDLE

ROLLSTONE KEEP

NOB'S BOOTS

DEEPMOSS

THANCABBAR

FORT DOOM

SHIRETON & Port Shireton

HINGULF

MOON HILL

SHADOWGATES

FISHTICKLE BRIDGE

WICHPOOL

STILLPOOL

BURNY

ARWIN

HINMEET

LONGELASK

AERGRUTH

FIRE ROCK

WERESKALOT

RIVERFORK KEEP

LUEN

COAST FOLLOW ROAD

ISLAND

REEFS

WALT



XORG

GREENSTON

STAHL LOWLANDS

SHADOWDOWN

ROCKHAVEN RIVER

LAKES OF SELINAR

FEADOR

BUGBEARS

DAROKIN TUNNEL

NORDEN RIVER

LARODAR RIVER

NICHIA RIVER

GOBLINS

STALKBROW

ALGORN'S LAST STAND

FORT HOBART

GOBLINS

NEMISTON

SELENICA

ALTAN C

REEDLE

ARMSTEAD

CASTELLA

DUKE'S ROAD KEEP

PEAK MOUNTAINS

MI PAVEL

SHUC TURGAD

DE HILLS





MOUNTAINS  
MT. PAVEL  
Alt. 5,800 ft

THE LOST  
VALLEY OF  
HUTAARA

LOWLANDS  
MELOS RIVER

FOAMFIRE  
RIVER

THRESHOLD

HILLFOLLOW RIVER (RIVER)

PENHALIGON

WULFHOLDE  
RIVER

CASTELLAN RIVER  
HIGHREACH RIVER  
(RIVER VOLAGA)

VERGE

ESTATE OF  
PENHALIGON

HIGH FORGE

THE MOOR

RADLEBB WOODS

RIFLIAN

BARONY  
OF KELVIN

KELVIN

CALLARI ELVES

ORISZEGY KEEP

RADLEBB KEEP

GOBLINS OF THE  
DYMRAK FOREST

WESCRON ROAD

KRAKATOS

SPECULARUM

RUGALOV VILLAGE

MARILENEV VILLAGE

ESTATE OF MARILENEV

EASTCRON ROAD

GULF OF MARILENEV

SULESCU VILLAGE

BARONY OF VORLOI

ESTATE OF DMITROV

LAND DUCHY OF KARAMEIKOS

VORLOI VORLOI BAY

NORTH ISLAND

SEA OF DREAD

WHOOSTER'S TOWER

**Precipitation:** The second line in the box indicates the chance of Precipitation. P35 indicates a 35% chance of rain (on the percentile dice). If there is precipitation, temperature governs whether it is rain, melting snow, or snow. Adding the two dice indicates the duration of the precipitation in hours. The last digit in the percentile score indicates the intensity of the precipitation, if any (see *Precipitation Chart* below); the extra ten-sided die always indicates wind strength, whether precipitation occurs or not. A roll of "00" indicates a Hurricane, Tornado, Damaging Hail, or some extreme temperatures for the region (up to the DM).

### Precipitation Chart

Die Roll	Precipitation	Snow Accumulation	Wind Strength
1-2	Drizzle, or Flurries	Traces	Little or none
3-6	Light Rain, or Snow	1-6" total*	Moderate Breeze
7-9	Heavy Rain, or Snow	1" per hour*	Strong Breeze
10+	Thunderstorm, or Snowstorm	.2" per hour*	High Winds

- \* Double snow accumulation in hilly areas
- \* Triple snow accumulation in mountain areas

*For Example:* Specularum in Winter has a P35. If the percentage dice roll is 30, rain occurs that day. The duration would be 3 + 0 = 13 hours. The last digit is 0 (10), indicating a thunderstorm (which will turn into a snowstorm when temperature falls below 30 degrees). The extra ten-sided die scored a 7, indicating a strong breeze.

**Timing Precipitation:** Multiply the result on the ten-sided die by two. This indicates at what time precipitation starts (if any). Precipitation can carry over to the next day. The timing of the second day's precipitation should then be counted from the end of the previous day's precipitation, rather than the beginning hour of the day (12 am). If this moves the starting time of the second day's precipitation into the third day, then the second precipitation does not occur at all — the sky simply remains overcast during the second day. Check for the third day's weather normally.

*For Example:* Today's thunderstorm goes on for 13 hours, and the score on the ten-sided die was 7. The thunderstorm starts at 2 pm today, and lasts until 3 am tomorrow. If any precipitation occurs tomorrow, start counting from 3 am instead of 12 am.

**Fog:** Check the number following the Precipitation Indicator in the chart. The letter D indicates Fog at dawn and dusk hours only. The letter N indicates fog during the night hours as well. The number that follows gives the percentage chance of fog rising each day (switch the two percentile dice around to obtain a new percentage score). Multiplying the numbers on both dice gives the distance in feet to which vision is limited. Fog usually lasts 1d4 hours. Precipitation automatically ends any fog; freezing temperatures produce frost as well.

*For Example:* D15 means there is a 15% chance of fog at dusk and at sunrise. The original percentage score of 13 becomes 03 when switching the numbers on the dice — when multiplying the two dice scores, the result becomes 30 (10x3 = 30). There was no precipitation at dawn that day, so an early morning fog rises and vision is limited to 30".

**Winds:** If fog exists, then assume winds are absent during those hours. Otherwise, follow the result on the *Precipitation Chart* (see above). High winds always indicate violent weather. Reduce temperature 10-15 (1d6 + 9) degrees when high winds are blowing. For example, high winds could turn a snowstorm into a blizzard (treat as Fog, as far as vision is concerned), or cause a storm at sea. Roll for winds at +1 when 24 miles or more away from any coast. Roll for winds again each time precipitation or fog status changes.

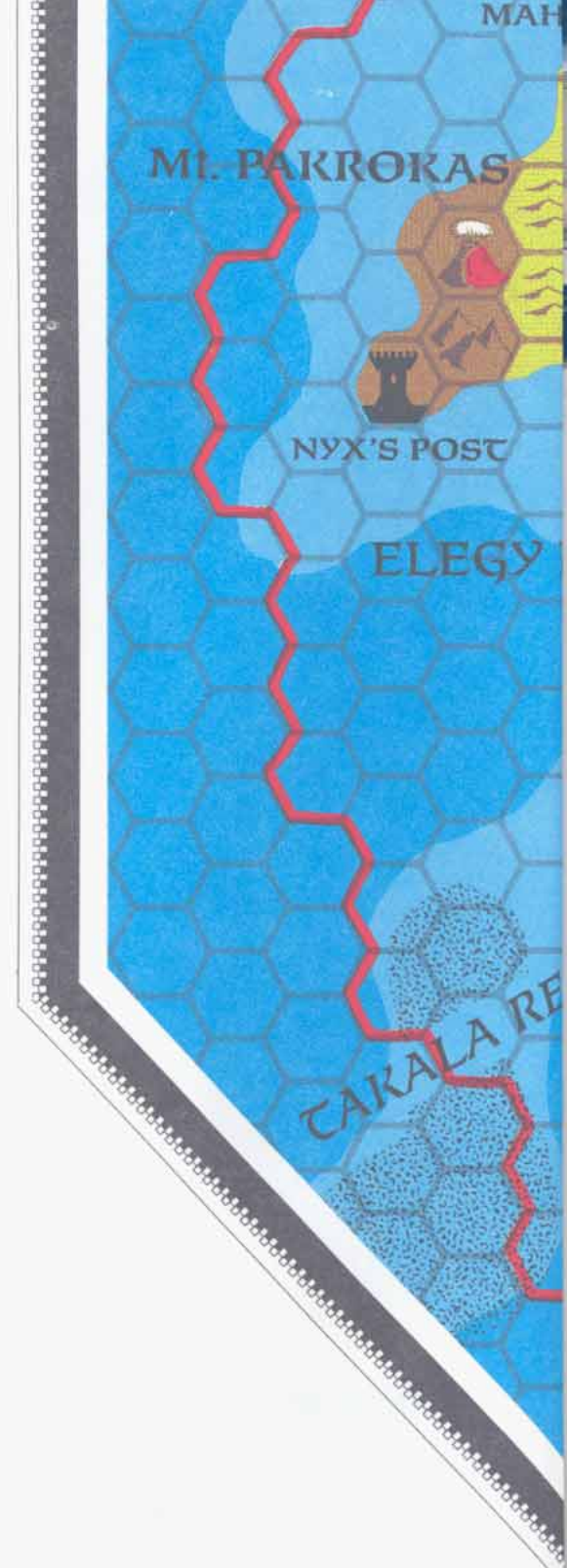
### WIND VARIATIONS\* (Roll 1d20)

1-11:	Dominant Wind as above	17:	Shift two, counter-clockwise
12-13:	Shift one, clockwise	18:	Shift three, clockwise
14-15:	Shift one, counter-clockwise	19:	Shift three, counter-clockwise
16:	Shift two, clockwise	20:	Opposite wind

\* Add 1 to Precipitation Roll when non-dominant wind blows from a coastal area within 50 miles (unless Dominant Wind for that region already does so). One shift equals 1 hexside.

### SEASONAL TRENDS (Optional\*)

d10	Effect on Seasonal Weather
1	Very Cold: Temp. -10, Precip. +10%**
2-3	Colder: Temp. -5, Precip. +5%**



REGIONS	TRAILS	F
Alfheim	Fair	U
Atruaghin	Poor	n
Broken Lands	Bad	n
Darokin, central	Good	F
Darokin, eastern	Fair	F
Darokin, northeast	Bad	n
Darokin, southern	Poor	F
Darokin, western	Fair	U
Ethengar	Poor	U
Five Shires	Good	F
Glantri	Fair	F
Heldann Freeholds	Poor	n
Ierendi	Fair	F
Isle of Dawn	Fair	F
Karameikos	Fair	F
Minrothad	Fair	P
Norwold	Poor	

1	<i>Very Cold:</i>	Temp. -10, Precip. +10%**
2-3	<i>Colder:</i>	Temp. -5, Precip. +5%**
4-7	<i>Seasonable:</i>	no change
8-9	<i>Warmer:</i>	Temp. +5, Precip. -5%**
10	<i>Very Hot:</i>	Temp. +10, Precip. -10%**

\* Roll 1d10 on this chart once per season.

\*\* Minimum Precipitation is 1%; maximum is 90% in all cases.

## HIGHEST MOUNTAINS

Mountain Range & Type of Rock	Average* Altitude	Highest Peak & Location	Altitude
Altan Tepes, <i>Granite</i>	8,950ft	Mt Tarsus, Thyatis	11,380ft
Black Peak Mnts, <i>Basalt</i>	4,500ft	Mt Pavel, Karameikos	5,800ft
Broken Lands, <i>Sandstone</i>	10,000ft	Unknown	
Colossus Mnts, <i>Schist</i>	18,500ft	Stoneface, Glantri	24,350ft
Cruth Mnts, <i>Hornblende</i>	4,000ft	Adrian Peak, Karameikos	5,250ft
Glantrian Alps, <i>Schist</i>	20,250ft	Mt de Glace, Glantri	25,100ft
Hardanger Range, <i>Limestone</i>	10,000ft	Odharjokull, Soderfjord	15,750ft
Icereach Range, <i>Gneiss</i>	14,000ft	Mt Einrick, Norwold	21,050ft
Ierendi Uplands, <i>Trachyte</i>	9,000ft**	Mt Kikapua, Ierendi	12,100ft
Kerother Mnts, <i>Granite</i>	19,740ft	Mt Eriadna, Alphatia	24,450ft
Kurish Massif, <i>Marlstone</i>	12,500ft	Urapurda, Sind Region	18,250ft
Makkres Range, <i>Granite</i>	13,800ft	Steel Fang, Rockhome	15,720ft
Diamond Spurs, <i>Feldspar</i>	4,500ft**	Gold Needle, Minrothad	5,200ft
Silver Sierras, <i>Phyllite</i>	17,000ft	Adruzzo, Darokin	18,820ft
Wendarian Range, <i>Basalt</i>	11,300ft	Mt Lea, Glantri	16,550ft

\* 16 miles away from foothills.

\*\* Mountains form a ridge at the indicated altitude.

## TRAIL & ROAD CONDITIONS

### TRAILS

**Bad Trails:** barely visible; branch off occasionally into dead ends; dangerous sections (cliffs, narrow passages, unstable terrain); treat as clear terrain for movement; useless trail after any heavy rain or snowfall of 3 hours or more, or light rain of 6 hours or more (requires a full week of clear weather to dry up); trail wide enough for two horses abreast; no bridges; no advisable water sources, caravansaries, taverns, or safe camping sites known near trail; rarely patrolled if at all; banditry and humanoid raids likely. Traffic: one very large, heavily armed caravan every two to four weeks.

**Poor Trails:** treat as clear terrain for wagons or other wheeled transportation; otherwise treat as bad trail after any heavy rain or snowfall of 6 hours or more, or light rain of 12 hours or more, as far as movement, trail width, and patrols are concerned (six days of clear weather needed to dry up); bridges unsafe if any; trail wide enough for two horses abreast; very few water sources, caravansaries, taverns, or safe camping sites available near trail; patrolled once a week; banditry and humanoid raids possible. Traffic: one medium-sized caravan, armed, every one or two weeks.

**Fair Trails:** treat as poor trail after heavy rain or snowfalls of 12 hours or more for movement, width, and patrols (requires four days of clear weather to dry up); occasional bridges; safe river fords; trail wide enough for six horses abreast; some water sources, minor caravansaries, taverns, and camping sites available near trail; patrolled once every other day; some rare banditry. Traffic: small or medium-sized caravans, possibly armed, every three of four days.

**Good Trails:** treat as fair trail after heavy rain or snowfalls of 12 hours or more for movement, width, and patrols (needs three days of clear weather to dry up); bridges common, or easily fordable rivers; trail wide enough for twelve horses abreast; water sources, minor caravansaries, taverns, and camping sites commonly found on trail; patrolled once or twice a day. Traffic: caravans of any kinds and sizes, armed or not, up to one or two a day.

Karameikos	Fair
Minrothad	Fair
Norwold	Poor
Ostland	Poor
Rockhome	Good
Sind Region	Poor
Soderfjord	Bad
Southern Alphatia	Fair
Thyatis	Good
Vestland	Fair
Wendar	Fair
Ylaruam	Poor

### ROADS

**None:** no known roads exist, besides  
**Unpaved Roads:** Local authorities often have, however, trails one category better than horse ride, that portion of highway

**Partial Roads:** Sections of roads end are paved (see Paved Roads below);  
**Good Trails.**

**Paved Roads:** Highways covered with accumulated snow renders a road unusable (required to clear a paved road). One small hamlets, easily found and reached. Directions and road signals common after winter in colder regions, or after

**Major Highways** are paved roads (see more). Wide enough for eight horse traffic: dozens of caravans of any sort of

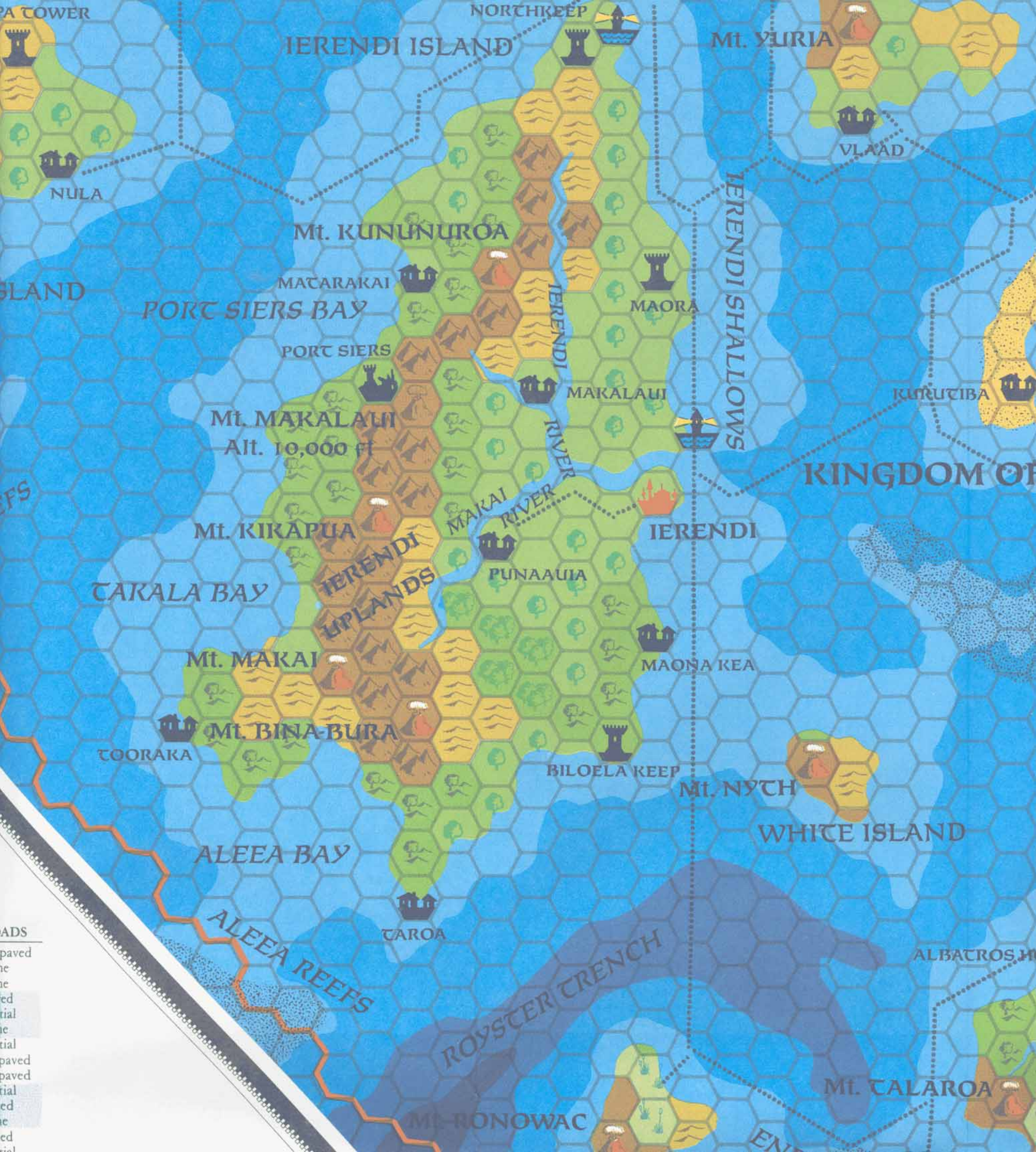
The remaining paved roads are centers of less than 15,000 inhabitants; raids very rare. Traffic equivalent to

### MAJOR NA

River & Region	From
Amsorak, Darokin	Ako
Elber, Heldann F.H.	Men
Great Flow, Alfheim	Mea
Hrap, Rockhome **	Lake
Isoile, Glantri	Vyo
Ithypool, Shires	Fish
Landersfjord, Vestld.	Ran
Marsfjord, Vestland	Lan
Mesonian, Thyatis	Foot
Otofjord, Soderfjord	Whi
Saltfjord, Soderfjord	Sor
Streel, Darokin	Cor
Streel, Ethengar	(any
Styrdal, Rockhome **	Lake
Vestfjord, Vestland	Rho
Vesubia, Glantri	Leen
Volaga, Karameikos	Kelv
Alphas (South)	Adia
Ambur (Northwest)	Crys
Fris (Far North)	Shiel
Greenlake (South)	Vert
Llyn & Easthollow	Citac
Randel (Southeast)	Errol
Thera (Deep South)	Bigo

\* Halve navigation speed going

\*\* Strong current prevents going  
 Double speed going down river



PA TOWER

IERENDI ISLAND

NORTHKEEP

MT. YURIA

VLAAD

NULA

MT. KUNUNUROA

ISLAND

MACARAKAI

PORT SIERS BAY

MAORA

PORT SIERS

IERENDI RIVER

IERENDI SHALLOWS

KURUUTIBA

KINGDOM OF

PS

MT. MAKALAUJI

Alt. 10,000 ft

MAKALAUJI

MT. KIKAPUA

MAKAI RIVER

IERENDI

TAKALA BAY

IERENDI HIGHLANDS

PUNAAUIA

MT. MAKAI

MAONA KEA

MT. BINA-BURA

TOORAKA

BILOELA KEEP

MT. NYTH

WHITE ISLAND

ALEEA BAY

TAROA

ROADS

ALEEA REEFS

ROYSER TRENCH

ALBATROS

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paved  
paved  
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MT. RONOWAC

MT. TALAROA

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trails.  
 Older maps may identify some highways as roads; these are, in the usual local trails. If a town is within one or two day's equivalent to a Good Trail (at best).

g/starting at cities (centers of 15,000 inhabitants or more) sections lying between two smaller centers are equivalent to

stone slabs or cobblestone, unaffected by rain. A foot of snow (a day of clear weather per accumulated foot of snow is for two patrols day and night. Water sources, caravansaries, and found at intersections. Expect road works slowing traffic serious downpours.

necting to at least one city (center of 15,000 inhabitants or abreast. Banditry and humanoid raids very unlikely. Traffic individual travellers every day.

Minor Highways (any paved road stretching between two s). Wide enough for six horses. Banditry and humanoid Good Trail, with common individual travellers.

## IMPASSABLE RIVERS

(down to) To \*

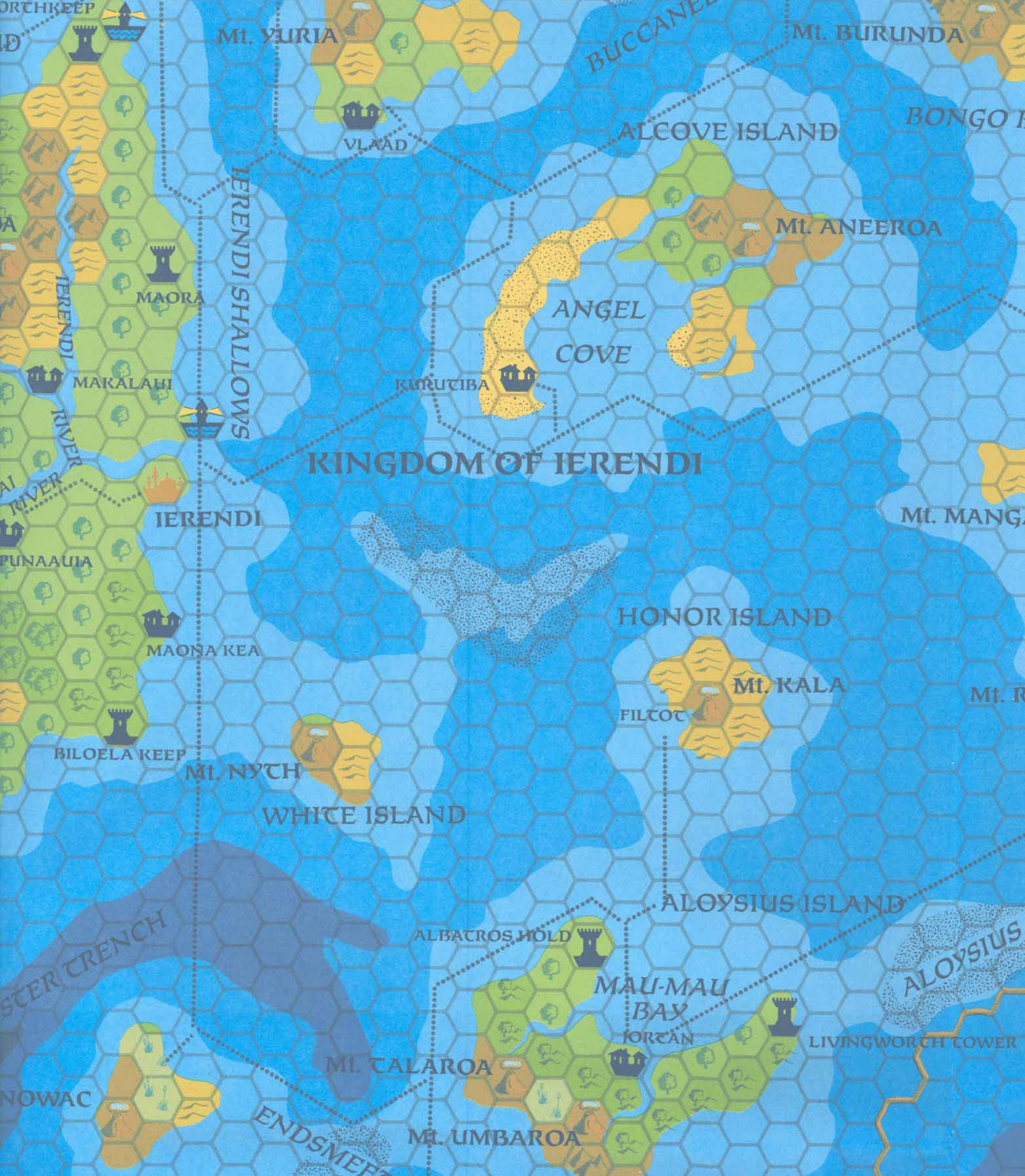
os	Darokin
ul Fthills	Sea of Dawn
lor	Alfheim Town
Clintest	Ethengar
nes	Glantri
ikle	Shireton
ood	Sea of Dawn
rsfjord	Sea of Dawn
ills	Vanya's Girdle
heart	Sea of Dawn
ld	Sea of Dawn
glain	Sea of Dread
ir, within Ethengar)	
stahl	Ethengar
na	Sea of Dawn
	Trintan
n	Sea of Dread
Alphatian Rivers	
n	Aasla
l Lake	Gulf of Qheodar
Lake	Gulf of Qheodar
ch	Aaslan Gulf
l	Sea of Ester
n	Rardish
	Archport

p river.  
 p river.

## TRAVELING RATES

Traveling Mode	Distance Covered per Day					
	Trail(1)	Clear(1)	Hills(1)	Mountains(1)	Sand(1)	Muddy(1)
Foot, no encumbr.	36	24	16	12	16	- 1/2
Foot, lt encumbr.	24	12	8	6	8	- 1/2
Foot, encumbered	12	8	6	4	6	- 1/2
Camel	48	32	24	16	32	-1/4
Donkey, Mule	36	24	16	12	16	- 1/2
Elephant	36	24	12	8	8	-1/2
Draft Horse	24	16	12	8	8	- 1/2
Riding Horse	72	48	36	24	16	- 1/2
War Horse	36	24	16	12	8	- 1/2
Oxen	16	12	10	8	6	-1/3
War Chariot(3)	..... as per carriage, minus 1/4 ..... -1/2 -2/3					
Small Wagon(3)	..... as per carriage, minus 1/4 ..... imp.(2) -2/3					
Large Wagon(3)	..... as per carriage, minus 1/3 ..... imp.(2) -3/4					
Flying Mount	..... 72 miles per day .....					
Flying Device	..... 120 miles per day .....					
Galley, small	..... 90 miles per day .....					
Galley, large/war	..... 72 miles per day .....					
Longship	..... 90 miles per day .....					
Raft	... 12 miles per day, half against current, double downriver ...					
Riverboat	... 36 miles per day, half against current, double downriver ...					
Sail Ship, small	..... 90 miles per day .....					
Sail Ship, large	..... 72 miles per day .....					

- (1) Distance covered is given in miles. Trails includes roads. Clear includes any flat, solid terrain (grasslands, prairies, savanna, etc), or calm waters for ships. Hills are equivalent to light forest. Mountain is equivalent to broken terrain, heavy forest, forested hills, or any other difficult terrain. Apply the penalty for mud to other terrain if appropriate, except for paved roads. Mud is equivalent to snow; snow does affect paved roads.
- (2) Impassable. Wheeled vehicle either progress very slowly, or are immobilized.
- (3) In muddy or snowy conditions, apply the penalty given for the vehicle rather than the one appearing for the carriage. Penalties for wheeled vehicles and mud/snow are cumulative. Example: a war chariot pulled by a riding horse moves 16 miles per day on clear but muddy terrain. In the same condition a heavy wagon would move 12 miles per day. This assumes a sufficient number of pulling animals are included in the carriage.



MI. YAIRIA

MI. BURUNDA

BUCCANEER

BONGO I

ALCOVE ISLAND

VLAAD

MI. ANEEROA

IERENDI SHALLOWS

ANGEL COVE

MAORA

KURUTIBA

KINGDOM OF IERENDI

IERENDI

MI. MANGA

HONOR ISLAND

PUNAAUIA

MAONA KEA

MI. KALA

MI. R

FILTOT

BILOELA KEEP

MI. NYTH

WHITE ISLAND

ALOYSIUS ISLAND

SCAR TRENCH

ALBATROS HOLD

ALOYSIUS

MAU-MAU BAY

LIVINGWORTH TOWER

NOWAC

MI. CALAROA

ENDSMERT

MI. UMBAROA



### DOMINANT WINDS & SEA CURRENTS

Region	Winds	Currents	Region	Winds	Currents
Agopoli	NE	E	Minrothad	W	NW

Nations  
 Alheim\*  
 Alpha\*\*

# DOMINANT WINDS & SEA CURRENTS

Region	Winds	Currents	Region	Winds	Currents
Aegopoli	NE	E	Minrothad	W	NW
Alfheim	W	n/a	Norwold	NW	S
Alphatia, Upper	NW	(*)	Ostland	W	S
Alphatia, Lower	SW	(*)	Rockhome	W	n/a
Atruaghin	W	W	Sea of Dawn, Western	(**)	S
Broken Lands	SW	n/a	Sea of Dawn, Eastern	(**)	SE
Darokin	W	W	Sea of Alphatia	(**)	S
Ethengar	NW	n/a	Sea of Ester	(**)	N
Farend/Qheodar	NW	W	Sind Region	NW	SW
Five Shires	SW	W	Soderfjord	W	S
Glantri	NW	n/a	Thanegioth	NE	E
Heldann F.H.	SW	S	Thyatis, east coast	W	NW
Ierendi	W	W	Thyatis, west coast	W	S
I. of Dawn, Upper	NW	(*)	Vestland	W	S
I. of Dawn, Lower	SW	(*)	Wendar	NW	n/a
Karameikos	SW	W	Ylaruam	W	S

\* Check appropriate seas for currents.  
 \*\* Check appropriate coastal area for winds.

## IMPERIAL THYATIAN TRAVELERS ADVISORY \*

Region	Cause	Recommendations
Alfheim	Elven snobbism at its worst	Just ignore them, stay at Brutus' Corner
Alphatia	Decadent empire, root of all chaos	Don't fraternize, do not annoy anyone there
Altan Tepe Mts.	Humanoid raids, mountain storms	Travel quickly, be alert, keep dagger handy
Atruaghin	Uneducated scalp hunters, red ants	Bring worthless trinkets and bad beer
Broken Lands	Killer orcs, earthquakes, voodoo	Stick with caravan, don't pick up gri-gris
Cruth Mts.	Orcish raids and highway banditry	Camp on northern side of Darokin trail
Darokin	Greedy merchants, hidden taxes	Inquire about import duties at Consulate
Ethengar	Food is terrible, smelly natives	Hold your nose in both cases
Farend	Port freezes up for six months	Go in summer, leave before fall
Five Shires	Low ceilings, legalized piracy	Watch your head in both cases
Glantri	Clergy illegal, rampant lycanthropy	Don't pray out loud, avoid hairy people
Heldann F.H.	Unstable region, constant warfare	Don't get involved, keep moving
Ierendi	Brawls, weirdos, sharks galore	Stick with the tour leader (blue banner)
Kelven Road	Over-priced service-caravansaries	Bring own spare wagon wheel and food
Landfall	Crock full of thieves, cutthroats	Avoid back alleys and cheesy taverns
Luln	Nasty Barony, major beggar hassles	Go around it, watch your pouch
Malpheggi	Monsters, quicksands, no trails	Just don't go, shoot anything on sight
Minrothad	Legal extortion is a national hobby	Our stuff is better anyway
Nithia	Poor, boring, deserty, weird	Send your in-laws on vacation
Norwold	Wilderness, monster infestations	Bring your army or join the Legion
Oceansend	Brashness at its pinnacle (almost)	We can do it better anyway
Ostland	Cold, damp weather, always foggy	Bring your coat, find a guide
Rockhome	Dwarven racism at its worst	Bring money and gems, be shrewd
Sind Region	Sanctimonious gurus, inhuman piety	Don't sit with fakirs, be respectful
Soderfjord	Unreliable laws, crude barbarians	Bring your sword, attach horns to helm
Specularum	Shoddy ships, smugglers & muggers	Avoid the port area and shady people
Thanegioth	Unfriendly natives, mosquitoes	Bring experienced cleric or druid
Thyatis	Anything and anyone has its price	Never trust anyone, especially your brother
Vestland	Phony tollbooths manned by trolls	Don't brake for trolls, bring oil and torches
Ylaruam	Fervent anti-Thyatis bigotry	Be inconspicuous, don't argue, don't boast

\* Quotes and recommendations from *Rufus Omnibus*, gourmet critic and explorer extraordinaire. Included here with the Gracious Permission of the Imperial Office of Transportation. *In Thyatis*, Year AC 988.

## SUNRISE & SUNSET

Approx. Location	Degrees Latitude	Sunrise				Sunset			
		Winter	Spring	Summer	Fall	Winter	Spring	Summer	Fall
Farend	60 North	8:35AM	7:00AM	2:50AM	4:55AM	3:05PM	5:30PM	9:05PM	7:05PM
Landfall	40 North	7:05AM	6:35AM	4:35AM	5:30AM	4:35PM	5:50PM	7:25PM	6:30PM
Thyatis	30 North	6:40AM	6:25AM	5:00AM	5:35AM	5:00PM	6:00PM	6:55PM	6:25PM
Thanegioth	20 North	6:25AM	6:20AM	5:20AM	5:45AM	5:20PM	6:05PM	6:35PM	6:15PM

Twilight lasts 30 minutes before and after sunset and sunrise.

**S**  
 or Scheduled Stops  
 ve next sunrise)  
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 endas, Specularum  
 ect  
 burg  
 unglain, Ethengar  
 enica  
 reton, Specularum  
 okin, Akesoli\*  
 unglain, Shireton  
 heim, Kelven  
 ngar  
 zzan, Kerendas  
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 0PM-11:00PM  
 0PM-2:00AM  
 0PM-5:00AM  
 later (earlier if South)

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